

Sequence of Play

1. Determine Initiative
2. Unit Activation
 - a. Determine Activation Pool
 - b. Spend Activation Points
 - i. Move
 - ii. Rally
 - iii. Spot
 - iv. Fire
 - v. Opportunity Fire
 - vi. Engineer Activities
3. Housekeeping
4. Victory Determination

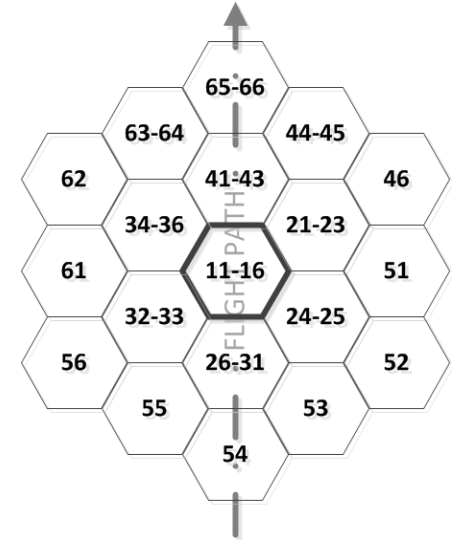
Combat Sequence

1. State Attacking Units
2. State Defending Units
3. Determine Result
 - a. Determine Attack Factor (AF) using the Weapons Effectiveness Chart
 - b. Determine Defense Factor (DF)
 - c. Determine Combat Ratio
 - d. Determine Die Roll Modifiers
 - e. Roll die to determine result
4. Apply Results
5. Mark attacking units as "Fired"

Aircraft Attack Ranges

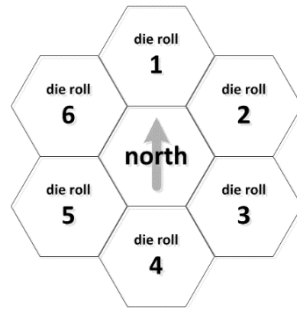
<u>TYPE</u>	<u>RANGE</u>
G	12 hexes
A	3 hexes
I	1 hex
H and (H)	0 hexes

Paratroop Landing Diagram



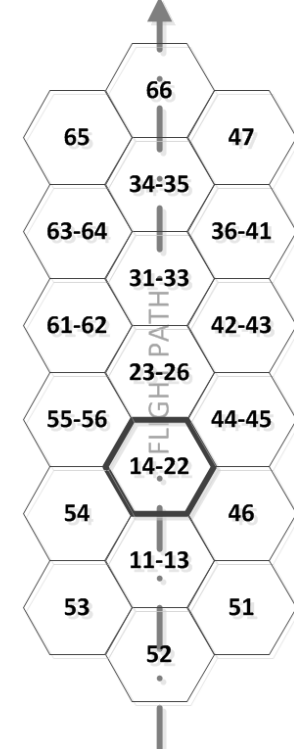
Indirect Fire Scatter Table

<u>DIE ROLL</u>	<u>EFFECT</u>
1-2	Indirect fire hits targets normally
3-5	Indirect Fire hits one of the six adjacent hexes. Roll a die once and consult the Scatter Diagram to determine which hex is hit.
6	Indirect fire is widely spread. No units in the target hex are attacked.



Tactical GameX Play Mat

Glider Landing Diagram



Turn Track

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20